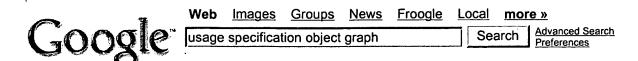
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L1	12243	graph same object	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/01/18 11:49	
L2	0	1 and directed adj grpah	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/01/18 11:49	
L3	748	1 and directed adj graph	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/01/18 11:50	
L4	0	1 and dhash adj table	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/01/18 11:50	
L5	324	1 and hash adj table	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/01/18 11:50	
L6	2	5 and variable adj specification	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/01/18 11:51	
L7	76	5 and related adj object	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/01/18 11:51	

Ref #	Hits	Search Query	DBs Default Operator		Plurals	Time Stamp	
1	12243	graph same object	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/01/18 11:49	
L2	0	1 and directed adj grpah	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/01/18 11:49	
L3	748	1 and directed adj graph	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/01/18 11:50	
L4	0	1 and dhash adj table	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/01/18 11:50	
L5	324	1 and hash adj table	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/01/18 11:50	
L6	2	5 and variable adj specification	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/01/18 11:52	
L7	76	5 and related adj object	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/01/18 11:51	
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Appendix A

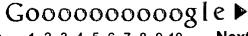
The **specification** for the Java platform makes very few promises about how ... Figure A-2 shows the reference **graph** for the **objects** before the buildDog ...

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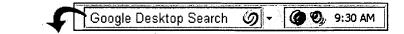
BinaryFormatter Class (System.Runtime.Serialization.Formatters.Binary)

During RPCs, the IRemotingFormatter interface allows the **specification** of two separate **object graphs**: the **graph** of **objects** to serialize, and an additional ... msdn2.microsoft.com/en-us/library/system. runtime.serialization.formatters.binary.binaryformatter.aspx - 42k - Cached - Similar pages

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Traversals of object structures: Specification and Efficient Implementation Karl Lieberherr, Boaz Patt-Shamir, Doug Orleans

March 2004 ACM Transactions on Programming Languages and Systems (TOPLAS), Volume 26 Issue 2

Publisher: ACM Press Full text available: pdf(333.93 KB)

Additional Information: full citation, abstract, references, index terms, review

Separation of concerns and loose coupling of concerns are important issues in software enginnering. In this paper we show how to separate traversal-related concerns from other concerns, how to loosely couple traversal-related concerns to the structural concern, and how to efficiently implement traversal-related concerns. The stress is on the detailed description of our algorithms and the traversal specifications they operate on. Traversal of object structures is a ubiquitous routine in most types ...

Keywords: Aspect-oriented programming, Low of Demeter, adaptive programming, class graphs, object graphs, strategy graphs, structure-shy software

2 Position papers: System support for knowledge-based trading in open service



markets

A. Puder, K. Geihs

September 1996 Proceedings of the 7th workshop on ACM SIGOPS European workshop: Systems support for worldwide applications

Publisher: ACM Press

Full text available: pdf(770.67 KB) Additional Information: full citation, abstract, references

An open distributed service environment can be perceived as a service market where services are freely offered and requested. Any infrastructure which seeks to provide appropriate mechanisms for such an environment has to include some mediator functionality to bring together matching service requests and service offers. The matching algorithm that the mediator must perform commonly builds upon an IDL-based type definition for service specification. We propose a type specification notation based ...

Keywords: Open distributed environments, conceptual graphs, service knowledge base, service matching, trading, type graphs

Specification techniques for data abstractions



Barbara Liskov, Stephen Zilles

April 1975 ACM SIGPLAN Notices, Proceedings of the international conference on Reliable software, Volume 10 Issue 6

Publisher: ACM Press

Full text available: pdf(1.57 MB)

Additional Information: full citation, abstract, references, citings, index

The main purposes in writing this paper are to discuss the importance of formal specifications and to survey a number of promising specification techniques. The role of formal specifications both in proofs of program correctness, and in programming methodologies leading to programs which are correct by construction, is explained. Some criteria are established for evaluating the practical potential of specification techniques. The importance of providing specifications at the right level of ...

Keywords: Data abstractions, Programming methodology, Proofs of correctness, Specification techniques, Specifications

Declarative specification of data-intensive Web sites



Mary Fernández, Dan Suciu, Igor Tatarinov

December 1999 ACM SIGPLAN Notices, Proceedings of the 2nd conference on Domain-specific languages PLAN '99, Volume 35 Issue 1

Publisher: ACM Press

Full text available: pdf(1.06 MB)

Additional Information: full citation, abstract, references, citings, index terms

Integrated information systems are often realized as data-intensive Web sites, which integrate data from multiple data sources. We present a system, called STRUDEL, for specifying and generating data-intensive Web sites. STRUDEL separates the tasks of accessing and integrating a site's data sources, building its structure, and generating its HTML representation. STRUDEL's declarative query language, called StruQL, supports the first two tasks. Unlike ad-hoc database gueries ...

5 A survey of structured and object-oriented software specification methods and



techniques <u>techniques</u>

Roel Wieringa

December 1998 ACM Computing Surveys (CSUR), Volume 30 Issue 4

Publisher: ACM Press

Full text available: pdf(605.26 KB)

Additional Information: full citation, abstract, references, citings, index terms, review

This article surveys techniques used in structured and object-oriented software specification methods. The techniques are classified as techniques for the specification of external interaction and internal decomposition. The external specification techniques are further subdivided into techniques for the specification of functions, behavior, and communication. After surveying the techniques, we summarize the way they are used in structured and object-oriented methods and indicate ways in w ...

Keywords: languages

Time and space profiling for non-strict, higher-order functional languages

Patrick M. Sansom, Simon L. Peyton Jones

January 1995 Proceedings of the 22nd ACM SIGPLAN-SIGACT symposium on Principles of programming languages

Publisher: ACM Press

Full text available: pdf(1.28 MB)

Additional Information: full citation, abstract, references, citings, index

terms

We present the first profiler for a compiled, non-strict, higher-order, purely functional language capable of measuring time as well as space usage. Our profiler is implemented in a production-quality optimising compiler for Haskell, has low overheads, and can successfully profile large applications. A unique feature of our approach is that we give a formal specification of the attribution of execution costs to cost centres. This specification ena ...

A graph transform model for configuration management environments

Dennis Heimbigner, Steven Krane

January 1989 ACM SIGPLAN Notices, ACM SIGSOFT Software Engineering Notes, Proceedings of the third ACM SIGSOFT/SIGPLAN software engineering symposium on Practical software development environments SDE 3. Volume 24 , 13 Issue 2 , 5

Publisher: ACM Press

Full text available: pdf(1.32 MB)

Additional Information: full citation, abstract, references, citings, index

A model for software configuration management that subsumes several existing systems is described. It is patterned after compiler models in which programs are transformed by multiple phases ending in an executable program. We model configuration management as transforming a high-level specification of a software product to be produced into a complete specification capable of being executed to construct the product. This transformational approach is used to model four existing systems and to ...

Representing and querying reusable object frameworks

Hafedh Mili, Houari Sahraoui, Ilham Benyahia

May 1997 ACM SIGSOFT Software Engineering Notes, Proceedings of the 1997 symposium on Software reusability SSR '97, Volume 22 Issue 3

Publisher: ACM Press

Full text available: pdf(1.34 MB) Additional Information: full citation, references, citings, index terms

Generating interesting scenarios from system descriptions

Kaizhi Yue

June 1988 Proceedings of the 1st international conference on Industrial and engineering applications of artificial intelligence and expert systems -Volume 1 IEA/AIE '88

Publisher: ACM Press

Full text available: pdf(550.57 KB) Additional Information: full citation, abstract, references, index terms

A formal system specification is often written declaratively, in terms of the properties of the system components. This makes the system description modular and concise. However, this does not make the procedural aspects of the system easily understandable. Here arises the need for automatically generating interesting behavior patterns, specifically, scenarios. This paper is a preliminary report of our research in generating interesting scenarios. We define sever ...

Mixed reality hypermedia: HyperReal: a hypermedia model for mixed reality

Luis Romero, Nuno Correia

August 2003 Proceedings of the fourteenth ACM conference on Hypertext and hypermedia

Publisher: ACM Press

Full text available: pdf(321.04 KB)

Additional Information: full citation, abstract, references, citings, index terms, review

This paper describes a generic hypermedia model that is used as a framework for building context aware and mixed reality applications. It can handle different media elements, and it defines a presentation scheme that abstracts several relevant navigation concepts, including link awareness. The model specifies a base structure for the relation between spaces, either real or virtual, and supports contextual mechanisms. Additionally, it establishes a way to correlate real/virtual world objects with ...

Keywords: history, hypermedia interfaces, hypermedia model, mixed and augmented reality, mobile gaming and storytelling

11 Sort-First, Distributed Memory Parallel Visualization and Rendering

E. Wes Bethel, Greg Humphreys, Brian Paul, J. Dean Brederson

October 2003 Proceedings of the 2003 IEEE Symposium on Parallel and Large-Data Visualization and Graphics PVG '03

Publisher: IEEE Computer Society

Full text available: pdf(310.79 KB) Additional Information: full citation, abstract

While commodity computing and graphics hardware has increased in capacity and dropped in cost, it is still quite difficult to make effective use of such systems for generalpurpose parallel visualization and graphics. We describe the results of a recent project that provides a software infrastructure suitable for general-purpose use by parallel visualization and graphics applications. Our work combines and extends two technologies: Chromium, a stream-oriented framework that implements the OpenGL ...

Keywords: distributed memory visualization, parallel visualization, parallel scene graph

12 Reuse of requirements and specifications: a formal framework

Carlos Paredes, José Luiz Fiadeiro

August 1995 ACM SIGSOFT Software Engineering Notes, Proceedings of the 1995 Symposium on Software reusability SSR '95, Volume 20 Issue SI

Publisher: ACM Press

Full text available: pdf(516.11 KB)

Additional Information: full citation, abstract, references, citings, index terms

It is claimed that requirements engineering, as a problem of formalization and agreement, can benefit from raising the level of reusability up to functional requirements elicitation and specification levels. At these levels, it is important to support incomplete information in a declarative, reusable and refineable form. For that purpose, a model is proposed which is based on temporal theories, in the logical sense, together with a set of incremental specification techniques formalized thro ...

Keywords: categories, features, formal specifications, functional requirements, object, reuse, theories

13 Prototyping of complex plan based behavior for 3D actors

C. Geiger, M. Latzel

June 2000 Proceedings of the fourth international conference on Autonomous agents

Publisher: ACM Press

Full text available: 📆 pdf(1.21 MB) Additional Information: full citation, references, citings, index terms

Keywords: 3D actors, animation, complex plans, multi-agent system

14 Article abstracts with full text online: Component evolution and versioning state of the



art

Alexander Stuckenholz

January 2005 ACM SIGSOFT Software Engineering Notes, Volume 30 Issue 1

Publisher: ACM Press

Full text available: pdf(213.99 KB) Additional Information: full citation, abstract, references, index terms

Emerging component-based software development architectures promise better re-use of software components, greater flexibility, scalability and higher quality of services. But like any other piece of software too, software components are hardly perfect, when being created. Problems and bugs have to be fixed and new features need to be added. This paper analyzes the problem of component evolution and the incompatibilities which result during component upgrades. We present the state of the art in co ...

15 <u>System-level design methodology: Object-oriented modeling and synthesis of SystemC specifications</u>



C. Schulz-Key, M. Winterholer, T. Schweizer, T. Kuhn, W. Rosenstiel

January 2004 Proceedings of the 2004 conference on Asia South Pacific design automation: electronic design and solution fair ASP-DAC '04, Proceedings of the 2004 conference on Asia South Pacific design automation: electronic design and solution fair ASP-DAC '04

Publisher: IEEE Press, IEEE Press

Publisher Site

Full text available: pdf(109.85 KB)

Additional Information: full citation, abstract, references, citings

The constantly increasing complexity of today's systems demands specifications on highest levels of abstraction. In addition to a transition towards the system-level more elaborate techniques are necessary to close a growing productivity gap. Our solution to this problem is the application of the object-oriented programming paradigm together with the *de facto* industry standard *SystemC*. In this paper we show that this approach is feasible and present the integration of SystemC into ...

16 On the use of formal methods in software development



D. Bjorner

March 1987 Proceedings of the 9th international conference on Software Engineering

Publisher: IEEE Computer Society Press

Full text available: pdf(1.15 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

We propose a total framework for the software development stages of specification (definition), design and coding. This framework is based on three cornerstones: (a) the concept of software development graphs which specify all the stages and steps of development; (b) the use of formal methods, in our case VDM, the Vienna Software Development Method, in all stages and steps of development; and (c) the clearly separate rôles of theoretical computer scientists, programmers, software engi ...

17 Software architecture styles as graph grammars



Daniel Le Métayer

October 1996 ACM SIGSOFT Software Engineering Notes, Proceedings of the 4th ACM SIGSOFT symposium on Foundations of software engineering SIGSOFT

'96, Volume 21 Issue 6

Publisher: ACM Press

Full text available: pdf(884.37 KB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

We present a formalism for the definition of software architectures in terms of graphs. Nodes represent the individual agents and edges define their interconnection. Individual agents can communicate only along the links specified by the architecture. The dynamic evolution of the overall architecture is defined independently by a 'coordinator'. An architecture style is a class of architectures characterised by a graph grammar. The rules of the coordinator are statically checked to ensure that th ...

Keywords: coordination, graph rewriting, software architecture, static verification

18 The software information base: a server for reuse

Panos Constantopoulos, Matthias Jarke, John Mylopoulos, Yannis Vassiliou January 1995 The VLDB Journal — The International Journal on Very Large Data Bases, Volume 4 Issue 1

Publisher: Springer-Verlag New York, Inc.

Full text available: pdf(1.87 MB) Additional Information: full citation, abstract, references, citings

We present an experimental software repository system that provides organization, storage, management, and access facilities for reusable software components. The system, intended as part of an applications development environment, supports the representation of information about requirements, designs and implementations of software, and offers facilities for visual presentation of the software objects. This article details the features and architecture of the repository system, the technical ch ...

Keywords: conceptual modeling, information storage and retrieval, object-oriented databases, reuse, software engineering

19 ERC++: a model based on object and logic paradigms



Zahir Tari

December 1993 Proceedings of the second international conference on Information and knowledge management

Publisher: ACM Press

Full text available: 📆 pdf(976.43 KB) Additional Information: full citation, references, index terms

²⁰ Rigi-A system for programming-in-the-large

H. A. Müller, K. Klashinsky

April 1988 Proceedings of the 10th international conference on Software engineering

Publisher: IEEE Computer Society Press

Additional Information: full citation, abstract, references, citings, index Full text available: pdf(977.98 KB) terms

This paper describes Rigi, a model and a tool for programming-in-the-large. Rigi uses a graph model and abstraction mechanisms to structure and represent the information accumulated during the development process. The objects and relationships of the graph model represent system components and their dependencies. The objects can be arranged in aggregation and generalization hierarchies. The Rigi editor assists the designers, programmers, integrators, and maintainers in defining, manipulatin ...

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